JK DESIGNS

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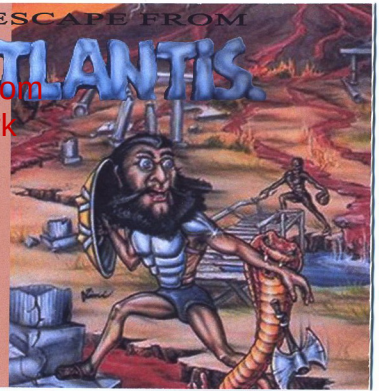
ESCAPE FROM

ATLANTIS

INSTRUCTION
MANUAL

COLOR DREAMS



ESCAPE FROM ATLANTIS

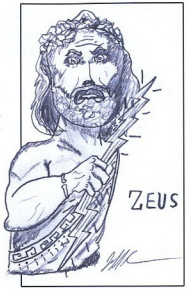
CONTROLS

CONTROL PAD:	Left/Right: Arrow-Moves Greasy Haired Jeffreah to the left/right.
BUTTON A:	Causes the hero to reach out/jump/shield
BUTTON B:	Causes the hero you use his super dash/pick up/drop/swing axe /throw rock/use hamer/ and use spear
START BUTTON:	Starts and pauses the game.
SELECT BUTTON:	Not Used

SPECIAL OBJECTS

HEART:	Collect in the after life for points
KEY:	Use this to open a locked door
HAMMER:	Used where hard objects need to be delt with
SPEAR:	Use in the place where water is plentiful
LADDER:	Ladders can be used for more than climbing
SHIELD:	Can protect in hot situations
WATER CAN:	Can exhingtuish hot things

I. INTRODUCTION - STORY LINE



Over 11,000 years ago there existed an island nation located in the middle of the Atlantic ocean populated by a noble and powerful race. The people of this land possessed great wealth thanks to the natural resources found through out their island. The island was a centerfor trade and commerce. The rulers of this land held sway over the people and land of their own island and well into Europe and Africa. For generations the Atlanteans lived simple, virtuous lives. But slowly they began to change. Greed and power beganto corrupt them. When Zeus saw the immorality of the Atlanteans he gathered the other gods to determine a suitable punishment.Soon, in one violent surge it was gone. The island of Atlantis, its people, and its memory were swallowed by the sea.

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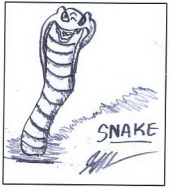
Enter Greasy Haired Jeffreah. Praised as the village elder and jack-of-all-trades, Jeffreah is never one to turn down a challenge. One day he notices that his once peaceful island started to change, the air was heavy and the villagers were talking. A few days went by, when all of a sudden the earth itself started to open up right under their feat. Fire rained from the heavens. It was foretold Zeus, their Deity was angry at them and at a cost of their lives they would all pay. That is..... except for Jeffreah. As he had many recurring dreams telling him of his prophecy. As ultimate doom loomed over the village. Jeffreah took action, and started for a lone boat which would be at the shore when he arrived. He never saw the boat.. but knew of it vividly in his dreams. After all, when everything you know is gone what would you have to lose?

SOLOMON THE BIRD

Solomon the bird is quite a dasterly devil. He took all the keys in the village! It's up tp you to take all of Solomon's keys and unlock the door. But which one is it?

WILD HOG

The Wild Hog is as slick as what he had for breakfast. Quick and smart, it will be interesting to see what you make of this foe.



JAKE THE SNAKE

Jake the snake is as fast as he is dumb; He attacks in the exact spot as before but you will need your wits to remember where the snake hole is.

LICKIN' LIZARD

The Lickin' Lizard is cruisin' for a lickin'. Watch out for him after you get the key from solomon. lickin' likes to look out for prime opportunities to give you a lickin' you'll never forget.

PHOTO SHY

Busy Bee

Chickling

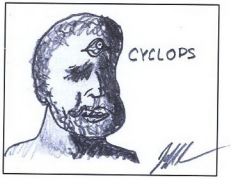
Mark the Shark

Slinky

Speedy the Spider

Zeus has plagued destruction throughout your land. He's also summoned the deadly Klobbs the Cyclops to stop you from reaching the ship that will lead you off the doomed island of Atlantis. He's the only thing that stands between you and escape.

KLOBBS THE CYCLOPS



V. WORLD DESCRIPTION

TEMPLE- Greasy haired Jeffreah was just awakened by a large jolt!Time to get out of the temple courtyard,but where's the key?

VOLCANO- After you blew through the door,you came upon the mountain erupting flames and lava scattered everywhere. You need to try to save your village by putting out the flames!

WOODLAND- Logs roll at you endlessly. I hope you're not afraid of heights!

THE VILLAGE- The Village is in ruins. Your best efforts weren't enough to stop the lava. Worst of all, the houses are in flames and a ravine has put your progress to a hault.

THE RICKETY BRIDGE- This is it. Show 'em who's boss.

THE WALL- It's a trap! Zeus has haulted your progress once more with creating a giant rock wall through a hedge maze.

LEAP OF FAITH- The gods are furious at you. The heavens shoot lightning upon you. It will take alot of skill to get through this one.

VI. HINTS AND TIPS

- Remember, it is impossible to die. Instead you are brought back by the Grim reaper and given a second chance...and a third.....
- It is possible to run faster in the game. This is very handy for running against something.
- The final battle may seem very difficult, thats because it's freakin' BROKEN!
- Turn the music off and instead listen to a Castlevania III famicom score.
- Collecting hearts gives you points.
- Jumping like a madman in the rockwall level is recommended, but not required.
- On the final leap of faith press down.
- Theres a pattern to the logs.
- Here at Color Dreams we've developed a trademark of our own. 'CRISCO CONTROLS'. I.e. it may feel like the character sprite is ice skating on a pan coated with crisco. This is normal and takes a few hours of getting used to.

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.

3) Keep contacts clean (do not touch them and store the cartridges in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridges with chemical agents.

Nintendo, Nintendo Entertainment System and NES are trademarks of Nintendo of America.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in addordance to section 3, chapter 6, page 334. One could possibly Fry the inside of their brain...that is if reception in the intergalactic dingal arm and the translucant main winding was of the normal lotus-o-delta type placed in panendermic semi-boloid slots in the stator, every seventh conductor being connected by a nonreversible trem'e pipe to the differential girdlespring on the up-end of the grammeters.The original machine had a baseplate of prefabulated Amulite, surmounted by a malleable logarithmic casing in such a way that the two spurving bearings were in a direct line with the pentametric fan. The latter consisted simply of six hydrocoptic marzel vanes so-fitted to the ambifacient lunar wane shaft that side fumbling was effectively prevented.

* Reorientate the recieving antenna.
* Remove the pentametric fan to reduce the shift and flux of lunar grammeters
* If the differential girdlespring orientates. Articulate the rover trunun.

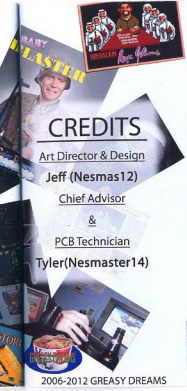
If necessary, the user should consult the dealer or an experience radio/television technician for additional suggestions.
The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES is the abbreviation for Nintendo Entertainment Systems.

Why OLD Do Systems always look like appliances

jk

Web: http://jkdesigns90.blogspot.com/
Email: Jeffreah7@yahoo.com



CREDITS

Art Director & Design

Jeff (Nesmas12)

Chief Advisor

&

PCB Technician

Tyler(Nesmaster14)

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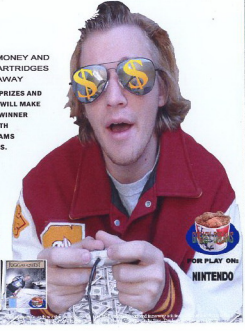
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